

Standard Game Air Defense Fire

Die Roll	Firing Side Has...			Contested	Flying Side Has...		
	Air Supremacy	Air Superiority	Advantage		Advantage	Air Superiority	Air Supremacy
≤ -1	*Abort (-4)	*Abort (-3)	*Abort (-3)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)
0	*Abort (-3)	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—
1	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—
2	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—
3	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
4	Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
5-6	Abort (-1)	Abort (-1)	—	—	—	—	—
7-8	Abort (-1)	—	—	—	—	—	—
≥ 9	—	—	—	—	—	—	—

DRMs:

- +1 per Escort Air Point (max +2).
- +3 if mission is Air Transport in home or friendly country.
- 2 Target hex is within 2 hexes or same Land Area of enemy Airfield or Installation or Naval Unit.
- 1 Target hex is in or adjacent to a hex containing an enemy Armor or Mechanized unit (Amphibiously Assaulting units do not count).
- 1 Attacker Helicopters/Airmobile unit flew over enemy unit (not including target hex/Land Area).

Results:

- (-#): # of Air Points or Attack Helo CS Points which do not support the combat.
- *: 1 Air or Airmobile Point is permanently lost *and* transported unit takes a step loss or Attack Helo takes a step loss.

IMPORTANT:

When the Air Superiority level is in your favor or contested, all missions that begin and end in a hex in your home (or allied) country and do not enter a hex that contains or is adjacent to an enemy ground unit are *immune* from Air Defense Fire.

Abort:

Combat Support Missions: No Effect

Transport/Rebasing Missions: All aborted units are returned to their starting hex. Aborted Helos are rotated to reflect a mission flown. Airmobile Points are considered spent.

Standard Game Air Points

Die Roll	Game Turn							
	1	2	3	4	5	6	7	≥ 8
≤ 0	12 5	11 7	11 8	10 12	10 15	9 18	8 23	7 25
1	11 5	10 7	10 8	9 10	9 13	8 16	7 20	6 22
2	10 4	9 6	9 7	8 9	8 11	7 14	6 17	5 19
3	9 4	8 5	8 6	7 8	7 10	6 12	5 15	5 16
4	8 3	7 4	7 6	6 7	6 9	5 10	4 11	4 13
5	7 3	6 3	6 5	5 6	5 7	4 8	4 9	4 11
6	6 2	5 3	5 4	4 5	4 6	3 6	3 7	3 9
7	4 2	4 3	4 3	3 4	3 5	2 4	2 5	2 7
8	3 1	3 2	3 2	2 3	2 4	1 2	1 3	1 5
≥ 9	2 0	2 1	2 1	2 2	2 3	0 1	0 2	0 3

DRMs:

- +1 per Airbase (but not Airfield) which is enemy controlled.

Results Modifiers:

- The Allied player receives an additional two (2) Air Points *per carrier* that is in a *friendly* At Sea or Inshore Box on the Strategic Display (except North Sea).
- The Allied player receives an additional one (1) Air Point *per carrier* that is in the North Sea.
- The Allied player receives an additional one (1) Air Point *per carrier* that is in a *contested* At Sea or Inshore Box on the Strategic Display (except North Sea).
- 1 per Air Point permanently lost.

Key:

Results to the left are **non-Allied** | Results to the right are **Allied**

Weather Modifiers:

Overcast

- Limited All-Weather Capability = ½ Air Points (rounded up)
- No All-Weather Capability = ¼ Air Points (rounded up)

Storm

- Limited All-Weather Capability = ¼ Air Points (rounded up)
- No All-Weather Capability = No Air Points



NEXT WAR:

POLAND

Standard Game Tables

NEXT WAR:

POLAND



Standard & Advanced Game Tables

Paradrop

Die Roll	Flat	Flat Woods	Rough	Rough Woods
≤ 4	–	–	–	–
5	–	–	–	– / S1
6	–	–	– / S1	1 / S1
7	–	– / S1	1 / S1	1 / S1
8	–	1 / S1	1 / S1	1 / S2
≥ 9	1 / S1	1 / S2	1 / S2	1 / S2

DRMs:

+1 drop hex is in enemy ZOC

Results (Standard/Advanced):

–: Successful
1: Landing unit loses one step
S1/S2: Place a Strike 1 or 2 marker.

Clearing Operations

Terrain	Minimum Safe Stacking Points
Land Area	5
Urban	4
City	3
Installation/Island Land Area	2

DRMs:

–1 Clearing in Lithuania or Estonia
–1 Clearing “flagged” Land Area
–1 Per additional Installation in hex
–1 Clearing from Amphibious Assault
–1 If unit(s) Clearing on the turn of being Paraded or using Airmobile Movement
+1 Stack includes Leg + Armor and/or Mechanized Infantry
+/-x Difference between ER and Clearing Number
–x Difference between Stacking Points and Minimum Safe Stacking Points (Minimum Safe Stacking – Stacking Points)

Sea Control

Non Allied Control	Contested	Allied Control
≤ 2	3-5	≥ 6

DRMs

At Sea and/or Inshore:

–1 per non-Allied SAG/CV present
+1 per Allied Naval unit present (except CVN BG)
+2 per Allied CVN BG present
–x Sub Threat Level
+x ASW Level
–1/+1 non-Allied/Allied Air Superiority
–2/+2 non-Allied/Allied Air Supremacy

Game Specific At Sea:

+/-1 each adj. friendly Land Area* with non-Destroyed Port
+/-3 Gotland (Northern/Southern Baltic)
+/-3 Bornholm (Southern Baltic/ Bornholm Basin)

Game Specific Inshore:

+/-3 Gotland (Northern/Southern Baltic)
+/-3 Bornholm (Southern Baltic/ Bornholm Basin)

* Does not include Island Land Areas.

Replacement/Reconstitution

Unit Type	Step Recovery		Reconstitution	
	Div.	Bde.	Div.	Bde
Inf, Light Inf, Mot. Inf, Artillery	1	1	2	1
Arm. Cav., Recon, Mech., Arm.	3	2	4	2
Abn., Marines	2	2	N/A	N/A
Intrinsic Airmobile	N/A	3	N/A	N/A
HQ* (Corps or Division HQ)	1 SP	N/A	2SP/1RP	N/A
Supreme HQ*	1 SP	N/A	5 SP/1RP	N/A

Notes:

* Advanced Game only. RP = Replacement Point SP = Supply Point

1. Two battalions Reconstitute for each REPL (or part thereof) spent
2. Air units and Helicopters recover steps for 2 Supply Pts. [see GSR for applicability]

Contested Sea Movement

Die Roll	Standard Results	Advanced Results
≤ 5	Sea Movement Successful	
6-8	Sea Movement Aborted	Abort or Strike 1
≥ 9	Sea Movement Aborted (transported units incur a Step Loss)	Abort or Strike 2

Standard DRMs:

+1/-1 for each SAG/CV/CVN
+1/-1 Air Supremacy
+1/-1 at least one Inshore Box enemy/friendly controlled (At Sea Box or associated All Sea hex only)
–x ASW Level (Allied only)
+y Submarine Threat Level (Allied only)
+z Mine Marker Density
+1 for each if Gotland and/or Kaliningrad enemy controlled (if applicable always a Contested Move)
+1 non-Allied Cruise Missiles (vs. Allied only) [Standard Game]
+1 non-Allied Expends Cruise Missile point (vs. Allied only) [Advanced Game]

Loss of Airbase/Airfield

	0	1-2	3-9
Air Points [Standard]	Lost	Lost	No Effect
Airmobile Points [Standard]	Lost	Lost	No Effect
Each Helo [Standard & Advanced]	Destroyed	Step & Rebase	Rebase

Note:

Roll on each row each time (Helos when applicable) when an Airbase/Airfield is captured.

Mine Clearing

Die Roll	Effect
≤ 3	Reduce Density by one
≥ 4	No Effect

DRMs:

–2 Friendly Naval unit in Port or in/adjacent to hex (See GSR 5.6.4.1)